

SNOWMAGE

TYPES: *Spirit, Mage, Frost*

ADVANTAGE: *Hill*



MELEE	BALLISTICS	MAGIC
OFF 0	OFF 0	OFF 2
DEF 1	DEF 1	DEF 1

Units without the *Frost* type activated to enter or leave the tile occupied by or adjacent to a Snowmage must roll a single die. On a 1-3, the unit loses their action.

COST: 8

POCKET-TACTICS

© Ill Gotten Games

2020